Amendments to the Specification:

On page 6, please delete paragraph [0014].

On page 6, please replace paragraph [0015] with the following amended paragraph:

[0015] Fig. ~~1d~~ 1c illustrates an exemplary sequence of frames in display order, in accordance with an embodiment of the present invention.

On page 6, please replace paragraph [0016] with the following amended paragraph:

[0016] Fig. ~~1e~~ 1d illustrates an exemplary sequence of frames in decode order, in accordance with an embodiment of the present invention.

On page 6, please replace paragraph [0019] with the following amended paragraph:

[0019] Fig. 4a illustrates a dynamic random access memory (DRAM) unit ~~309~~, in accordance with an embodiment of the present invention.

Please add the following new paragraph after paragraph [0019]:

[0019.1] Fig. 4b illustrates an exemplary 3:2 pulldown technique.

On page 7, please delete paragraph [0021].

On page 10, please replace paragraph [0029] with the following amended paragraph:

[0029] I_0, B_1, B_2, P_3, B_4, B_5, and P_6, **Fig. ~~1d~~ 1c**, are exemplary pictures representing frames. The arrows illustrate the temporal prediction dependence of each picture. For example, picture B_2 is dependent on reference pictures I_0, and P_3. Pictures coded using temporal redundancy with respect to exclusively earlier pictures of the video sequence are known as predicted pictures (or P-pictures), for example picture P_3 is coded using

reference picture I_0. Pictures coded using temporal redundancy with respect to earlier and/or later pictures of the video sequence are known as bi-directional pictures (or B-pictures), for example, pictures B_1 is coded using pictures I_0 and P_3. Pictures not coded using temporal redundancy are known as I-pictures, for example I_0. In the MPEG-2 standard, I-pictures and P-pictures are also referred to as reference pictures.

On page 11, please replace paragraph [0030] with the following amended paragraph:

[0030] The foregoing data dependency among the pictures requires decoding of certain pictures prior to others. Additionally, the use of later pictures as reference pictures for previous pictures requires that the later picture is decoded prior to the previous picture. As a result, the pictures cannot be decoded in temporal display order, i.e. the pictures may be decoded in a different order than the order in which they will be displayed on the screen. Accordingly, the pictures are transmitted in data dependent order, and the decoder reorders the pictures for presentation after decoding. I_0, P_3, B_1, B_2, P_6, B_4, B_5, **Fig. ~~1e~~ 1d**, represent the pictures in data dependent and decoding order, different from the display order seen in **Fig. ~~1d~~ 1c**.

On page 18, please replace paragraph [0050] with the following amended paragraph:

[0050] There are cases however, where a display B frame may be scanned again, such as, for example, when the 3:2 pulldown technique is utilized. Referring now to **Fig. 4b**, there is illustrated a block diagram describing the display of frames using the 3:2 pulldown technique. The 3:2 pulldown technique is used to convert video data in the film

mode standard frame rate for display in the NTSC (National Television System Committee) standard frame rate. Video data in the film mode standard frame rate comprises 24 progressive frames per second. An NTSC display, however, displays 30 interlaced frames per second, or 60 fields per second. The video data in the film mode standard is displayed on an NTSC display by displaying five fields for every two progressive frames. For one frame 127 the top field 131 is displayed, followed by the bottom field 132, then the top field 133 from the following frame 128 is displayed, followed by the second frame's bottom field 134, then the top field 133, as illustrated in **Fig. ~~1e~~ 4b**. For the subsequent two frames, 129 and 130, the bottom field 135 of the frame 129 is displayed, followed by the top field 136 of frame 129, followed by the bottom field 137 of frame 130, followed by the top field 138 of frame 130, and followed by the bottom field 137, again. If the B frame is displayed for two field periods, then replacing the B frame in the frame buffer can start as soon as the second field frame starts displaying. However, if the B frame needs to be displayed for three field periods, the video decoder waits until till the field that is displayed first, is being displayed a second time to start overwriting the B frame in the frame buffer. Other examples where B frames are scanned more than once are associated with PVR.

Amendments to the Drawings:

Applicants request that the Patent Office delete FIGURE 6.